SEGA™

SHADOW SQUADRON™

GENESIS

INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS

K-A™

AGES 6+

WARNING
READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

Handling Your Cartridge

- The Sega 32X Cartridge is intended for use exclusively for the Sega 32X System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Starting Up

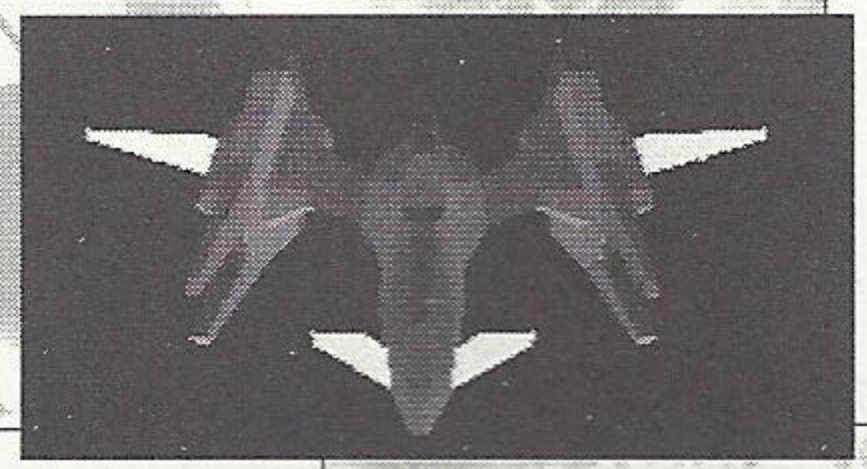
1. Set up your 32X System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the *Shadow Squadron* cartridge into the console.
3. Turn the power switch ON. The Sega logo appears. Then in a few moments, the introduction screens appear.
4. If the Sega logo doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.

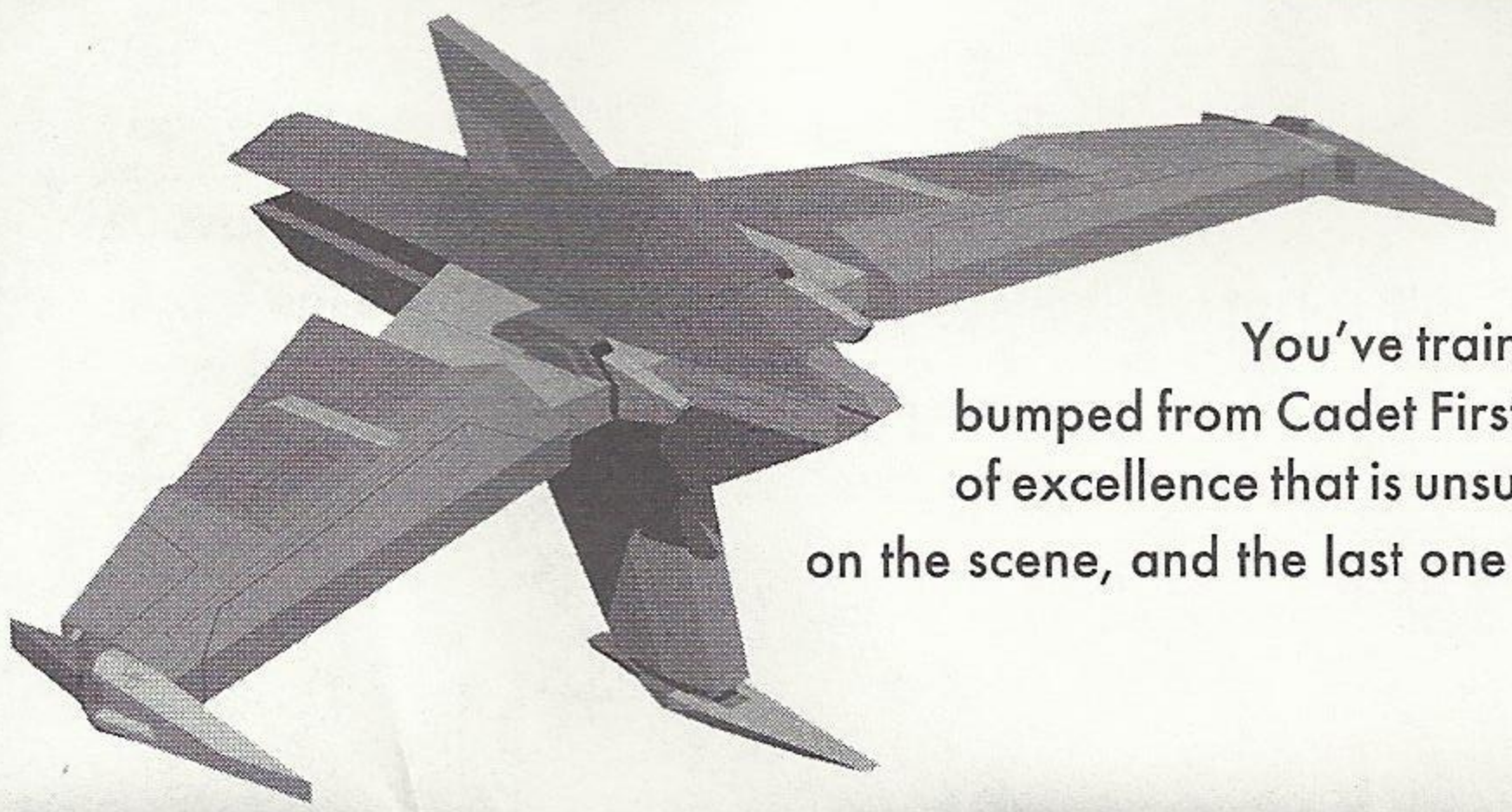
SEGA GAMEPLAY HOTLINE
1-415-591-PLAY

THIS MEANS WAR

O.K. cadet, listen up. We have a situation here, the kind that doesn't go away by itself. Something has knocked out our early warning network at the source. Outpost 51 is monitoring coded transmissions from sector 7. We are registering energy blooms from an unknown number of large ships near the Outer Boundary. One plus one plus one equals our old adversaries planning something–big time.



Why am I telling you this? Wake up, cadet! Where is Outpost 51? And where are we? Get it? The Acceleration Gate at sector 4 is still being assembled, so our defense ships at 11 can't get here in time. We're the only thing between the enemy and 17 major planetary systems.



You've trained for the last 6 years to be in the Shadow Squadron. Well, you're being bumped from Cadet First Class to Flight Officer as of right now. The Fleet Academy has a tradition of excellence that is unsurpassed, and you're going to make sure it stays that way by being the first on the scene, and the last one standing when the dust clears. Is that clear–Captain?

FOR 3 BUTTON CONTROL PAD USERS

Directional Pad (D-Pad)

- Moves selection arrow in pregame selection modes
- Directs your ship
- When the Start Button is pressed and held, pressing left or right causes your ship to roll

Start Button (Start)

- Skips screen messages
- Pauses game (when pressed in combination with Buttons A, B and C) Press Start again to resume gameplay
- Makes pregame selections

Button A

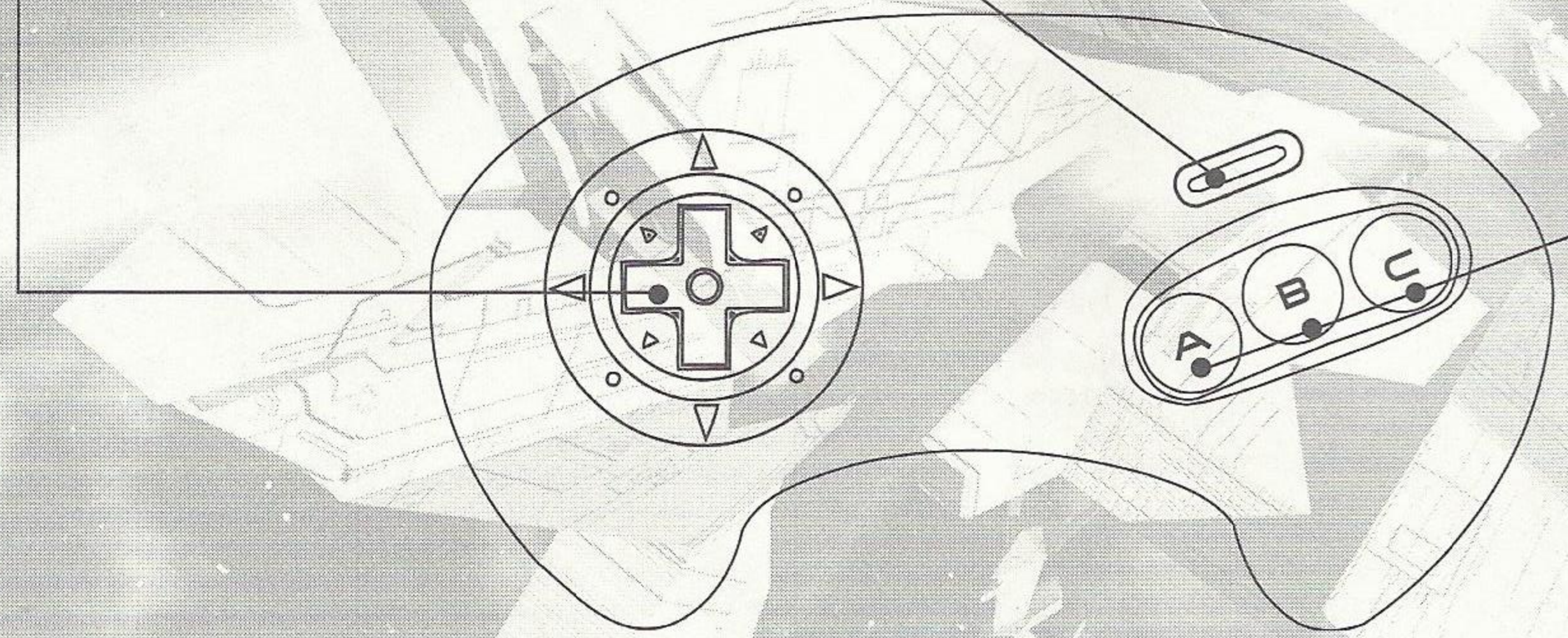
- Forwards through screen messages
- Makes pregame selections
- Fires lasers (press and hold, then release for Ultra Shot)

Button B

- Increases speed
- Decreases speed when used in combination with Start
- Skips screen messages
- Makes pregame selections

Button C

- Forwards through screen messages
- Makes pregame selections
- Activates Spectral Shield (only available on Feather 1)



Directional Pad (D-Pad)

- Moves selection arrow in pregame selection modes
- Directs your ship

Button X

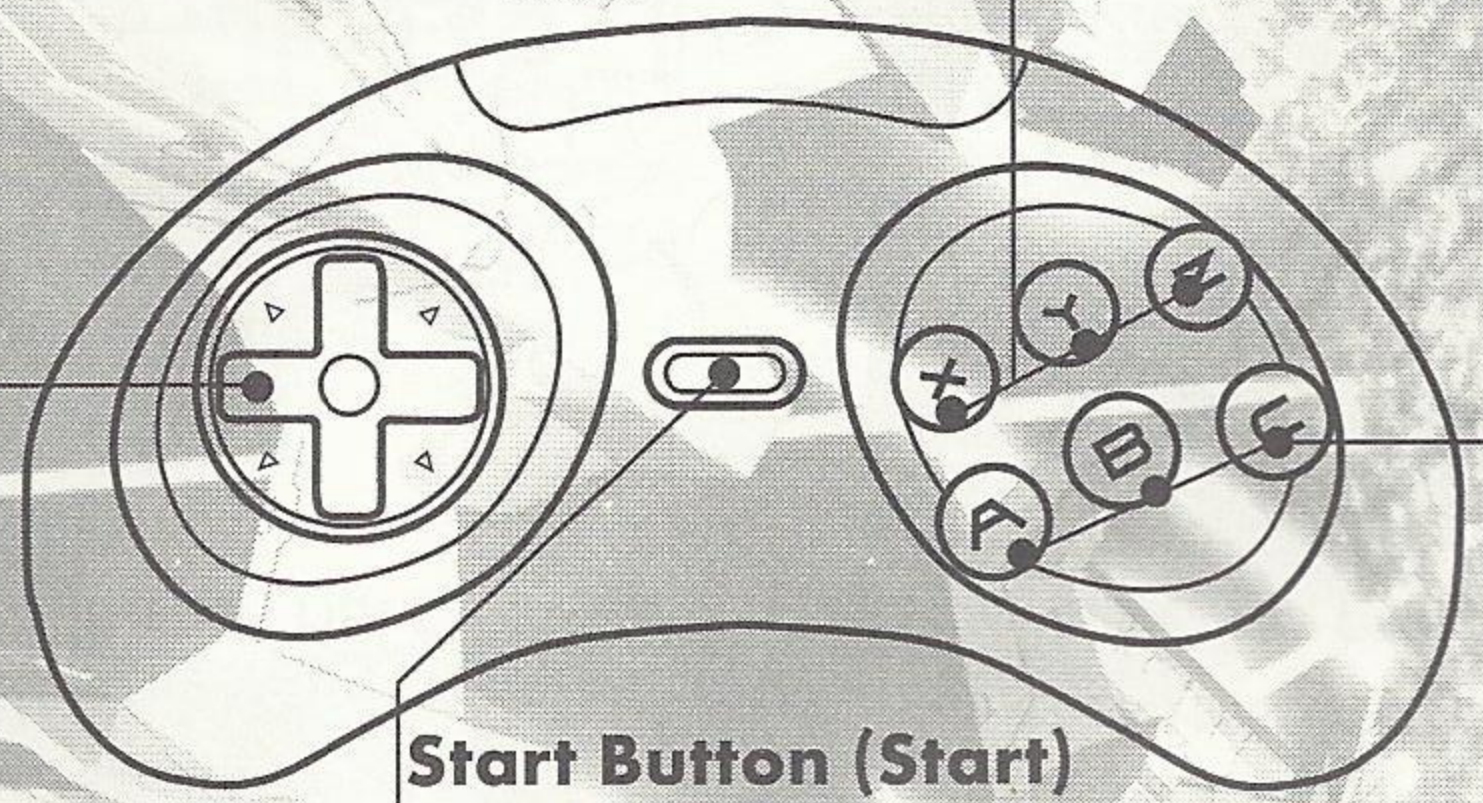
- Rotates the ship counterclockwise

Button Y

- Decreases speed

Button Z

- Rotates the ship clockwise



Button A

- Makes pregame selections
- Forwards through screen messages
- Fires lasers (press and hold, then release for Ultra Shot)

Button B

- Increases speed
- Skips screen messages
- Makes pregame selections

Button C

- Makes pregame selections
- Forwards through screen messages
- Activates Spectral Shield (only available on Feather 1)

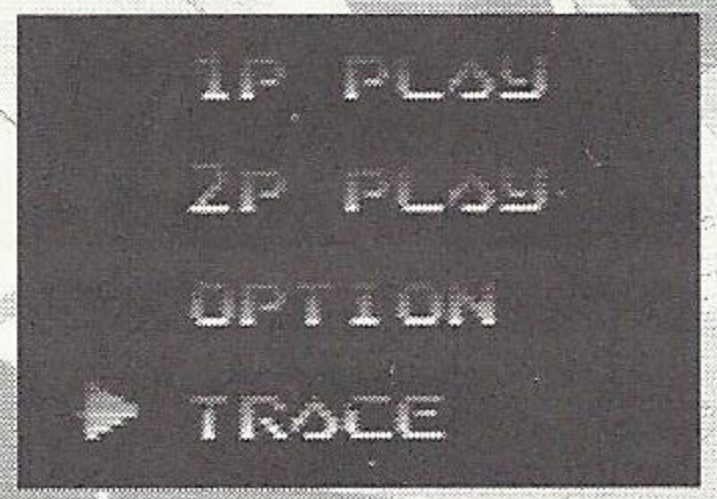
Start Button (Start)

- Skips screen messages
- Makes pregame selections
- Pauses game/returns to game when paused.

Note: The button functions described above and in the game are the default settings. See page 9 to change button functions.

Getting Started

After you turn on your 32X, the Sega logo appears, followed by *Shadow Squadron* introductory screens. Press Start at any time to see the Title screen. Press again to see the Main Options. Select **1P PLAY** to start out on a one player battle, **2P PLAY** for two-player (pilot and gunner) action or **OPTION** to open the Options screen. Move the selection arrow with the D-Pad and press any button to make a selection.



Once you've played a game, a fourth option, **TRACE**, becomes available. Select this option to review your most recent battle from a third person perspective. Use this to go over your battle tactics, look for weak points in the enemy defenses, or just watch for fun!

Note: To leave the **TRACE** mode, press Start to pause, then press Button A to exit.

Option Screen

Place the selection arrow next to an option with the D-Pad and press left or right to change the option. For the Key Assignment, Color Change and Sound Test Modes and the Object Viewer, place the selection arrow next to the option and press any button to open the screens. To exit the Object Viewer, press Start, and to exit the other screens, place the selection arrow next to Exit and press any button.

DIFFICULTY: choose from of **EASY** or **HARD**. These options determine how effective your lasers are against enemy ships and how aggressively the enemies attack.

SPEED CONTROL: **TYPE 1** is standard, increasing your ship's speed for as long as you hold the Accelerate button, or slowing when you press the Decelerate button. **TYPE 2** has an auto hold function: your ship stays at whatever speed it is at until you press the accelerate or decelerate buttons to change it.

B.G. MUSIC: Select **ON** to hear the *Shadow Squadron* music while you play, or **OFF** to turn the music off.

SOUND EFFECT: Select **ON** to hear the various sound effects, or **OFF** for the true silence of deep space.

CURSOR SPEED: Change the speed at which the Laser targeting cursor moves in the 1-Player Autopilot and 2-Player modes. Choose from 1-5, 1 being the slowest and 5 being the fastest.

Modes

In the **KEY ASSIGNMENT MODE**, you assign weapons, shields and speed controls to your controller's buttons. Press the D-Pad up or down to place the selection arrow next to a function and press a button to assign it to the function.

Change the flight controls by placing the arrow next to **CONTROL** and pressing the D-Pad left or right. **REVERSE** is jet-fighter style movement, **NORMAL** follows the D-Pad movement.

In the 2-Player mode, Control Pad Two is used for weapons firing. Select the **SHOT** (Fire Button) and **CONTROL** functions as described above.

Select the **COLOR CHANGE MODE** to change ship colors. You have a choice of: **BLUE, RED, GREEN, ORANGE** or **GREY** for your ships, and **BLUE, GREY, MAGENTA, GREEN** or **BROWN** for the enemy ships.

In the **SOUND TEST MODE**, press the D-Pad up or down to select either the Sound Effects or the Music for *Shadow Squadron*, and press left or right to change the SE or music track. Buttons A, C or Start play the track, Button B stops it.

Take a look at your ships and theirs in the **OBJECT VIEWER**. Press the D-Pad to view the ships from various angles. Press and hold Button C and press the D-Pad up or down to enlarge or reduce the ship's size. Button A advances to the next ship, Button B returns to the previous ship, and Start returns you to the Option screen.

EXIT: Select this to return to the Main Menu.

Ship Types

Press the D-Pad left or right to change from Feather 1 to Feather 2. Select the ship you'll fly by pressing any button when the ship you wish to fly is displayed in the foreground.

Feather 1

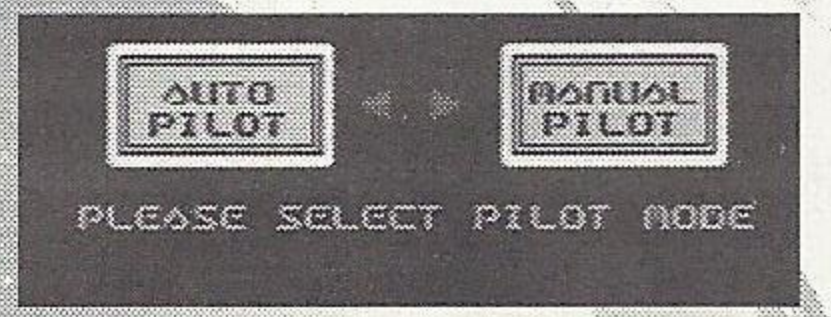
Feather 1 is a light fighter craft, with auto laser guns (semi-guided for high hit probability), guided laser torpedoes and excellent maneuverability. The laser guns have auto-fire capability, and will home in on enemy ships inside the targeting cursor. After you complete each mission, we'll send out a recharge unit to recharge Feather 1's tanks and batteries.

SPECIAL CONTROLS/WEAPONS USE

- Press and hold the Fire Button for rapid fire lasers.
- Guided Laser Torpedo: press the Fire Button twice and hold. When a set of white brackets appear on the target (or targets; up to four can be targeted at one time), release the Fire Button. Once you fire this weapon, you must wait until the torpedoes reach their targets before you can fire again. You cannot use the weapon if you have only one bar of energy remaining (see page 16).
- Press and hold the Spectral Shield button and your ship is enveloped in an energy shield which protects it from enemy weapon fire and collisions.

Feather 2

Feather 2 is armed with heavy lasers, an energy torpedo and a stronger shield than Feather 1's, but lacks Feather 1's Spectral Shield. Feather 2's mass makes the controls sluggish, but excellent for long-distance attacks and defense. Keep in mind that Feather 2's lasers can also destroy cruiser torpedoes. No recharge units are available for Feather 2. (We never promised you a rose garden....)



If you select Feather 2, your next choices are **AUTO PILOT**, where the computer pilots you through the missions, or **MANUAL PILOT**, where you have control of both maneuvering and weapons fire. Highlight your choice and press any button to select.

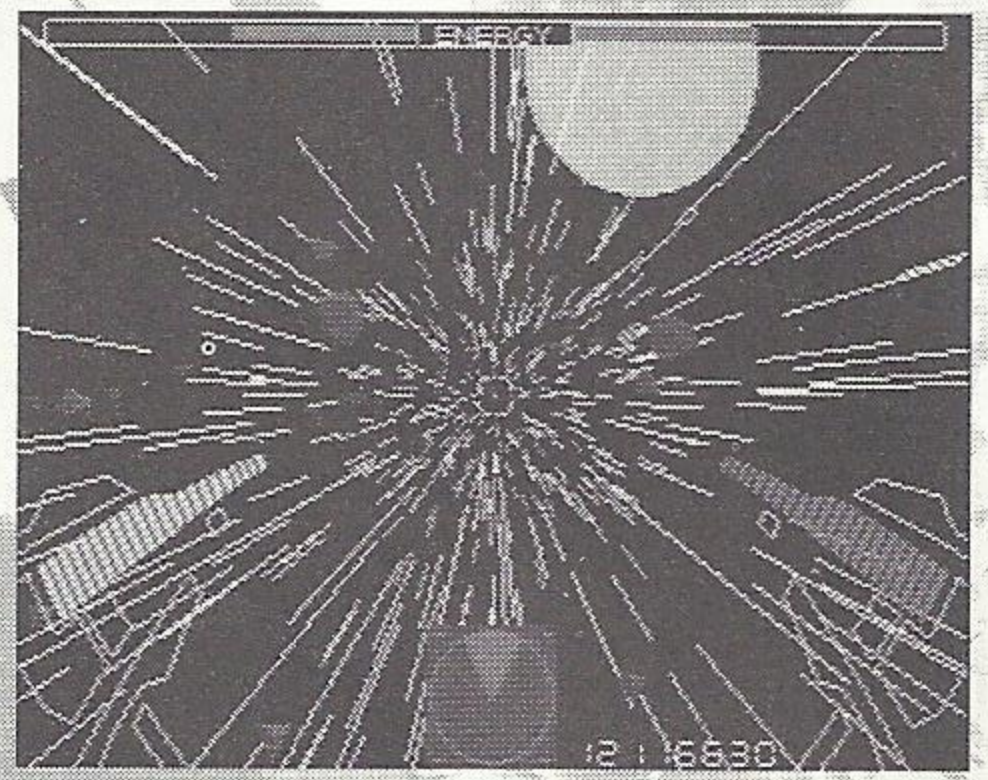
SPECIAL CONTROLS/WEAPONS USE

- Energy Torpedo: press and hold the Fire Button, and when the crosshairs lock in position, release the Fire Button. You cannot use this weapon if you have only one bar of energy remaining (see page 16).
- Press and hold the Spectral Shield button and your ship is enveloped in an energy shield which protects it from enemy weapon fire and collisions.

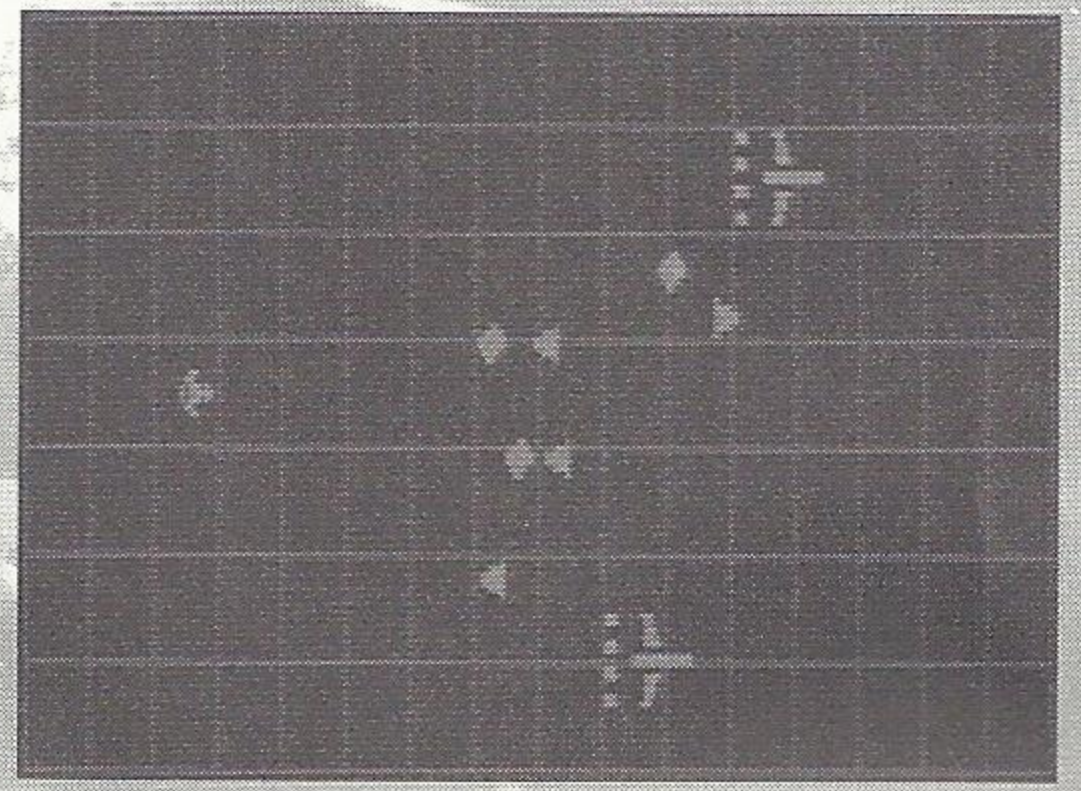
Note: The shield and the Special weapons are high energy, so watch your energy reserves and use these weapons only when necessary.

Launch Commit

As you prepare for launch, your weapons and support systems check is displayed on screen. The on-board computer makes the preflight check and gives you the go-ahead.

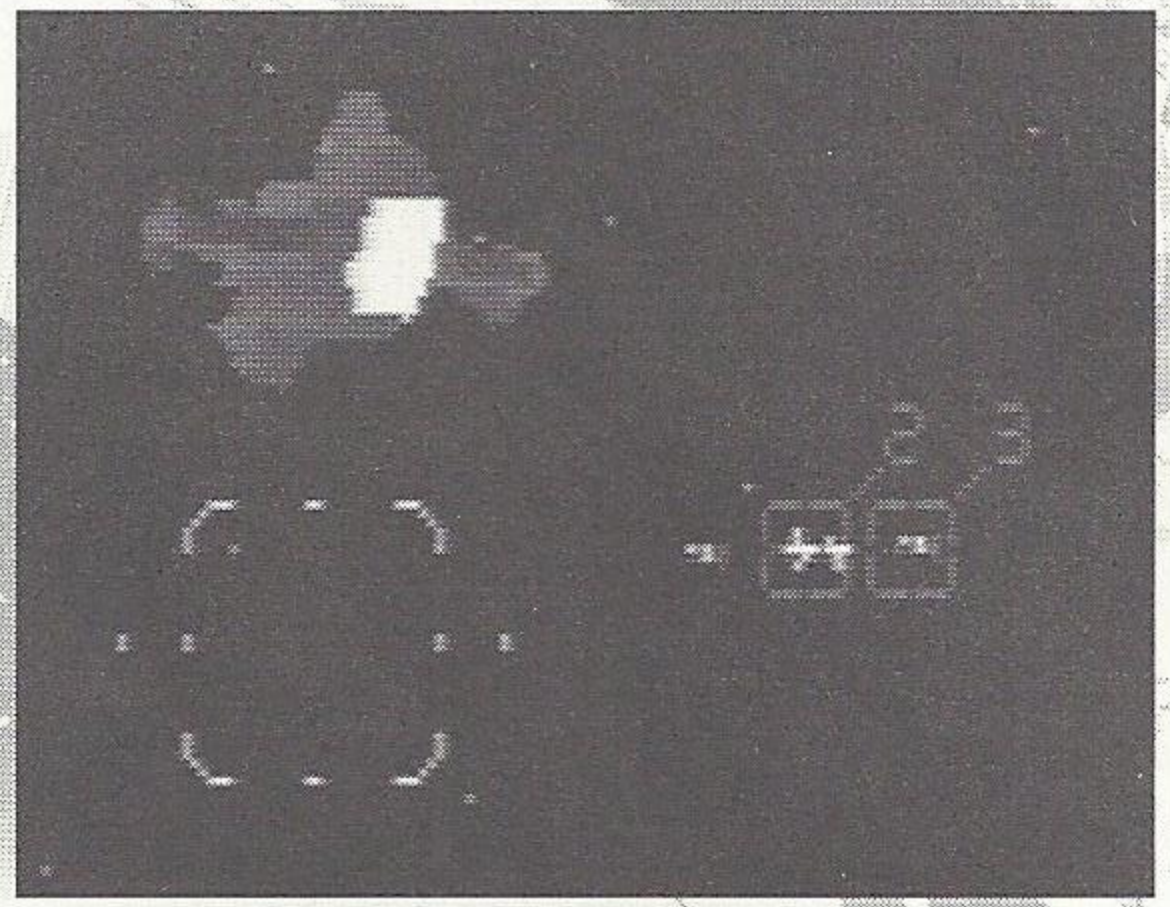


After that you're launched and enter the Acceleration Gate which sends you to your first encounter.



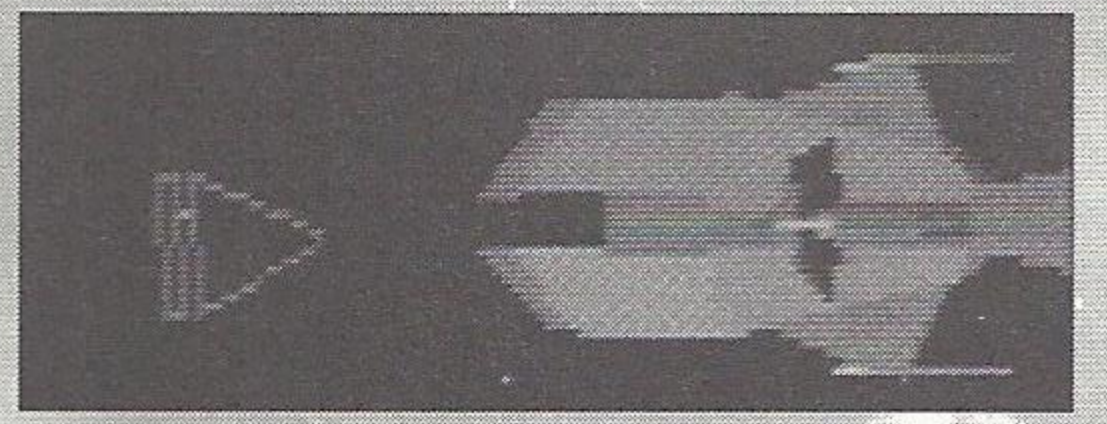
As you travel, the locations of the enemy ships are displayed on screen. Enemies and other obstacles are displayed, along with their positions (relative to you). Make note of the enemy positions and get set for battle!

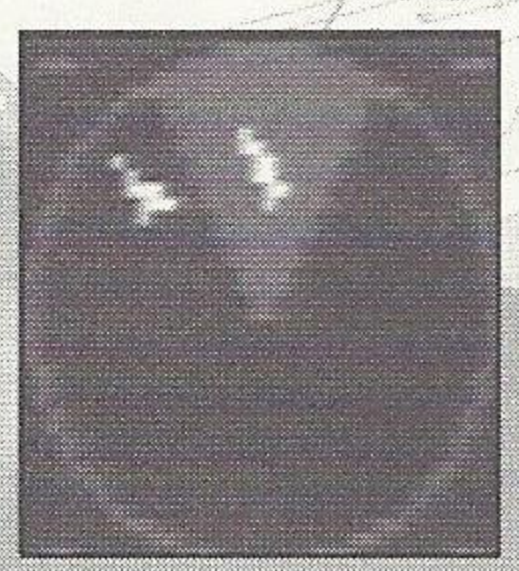
On-Board Computer/Targeting Systems



Your JCN 9100 on-board computer is an advanced system which displays various battle information. Distance from fighter craft to you is shown by a red box outlining the fighter, and a number above the box indicating its distance. The lower the number, the closer the fighter is. When the fighter nears attack range, the box disappears. You should be able to get your sights on it visually from there.

The computer also displays an auto-target signal, indicating with an arrow the closest major target. Point your ship in the direction of the arrow and when it disappears, the enemy ship should be in view.





Your M/V (mass/velocity) tracking equipment displays a tactical view of the ships around you. Fighters are displayed as small white points, and larger ships appear as oblong shapes.

Mission 1: Graduation Day

Pick your ship and stop the two Delmmer Class Carriers that have just moved out of hyperspace. Watch out for the heavy fighter deployment. They'll want to see how good we are. It's up to you to show them.

Mission 2: No Admittance

We've got a Delmmer and two Balsarks guarding an Acceleration Gate not too far from here. They'll be sending ships through the gate and into our laps if you can't take the gate out. Our scans indicate that the gate isn't fully functional yet, but there may be a mild attracting/repulsing gravitational effect near the two ends—watch your flight path.

Mission 3: Dodge 'Em

The enemy have set up a resupply station in what they think is the safest place in the solar system—the Asteroid Belt. You'll have to dodge not only the fighters, but asteroids as well to get to their booster ships and carriers.

Mission 4: Armada

Just like it sounds, Captain. We've got a fleet of their warships heading our way. Delmmers, Balsarks, Medelus' and a Carvelus flagship to top it all off. Focus on the big guns—they'll be more than enough to keep your hands full.

Mission 5: Ganeluza Grandslam

The Ganeluza is the largest carrier they have, and it's heading our way. It's guarded by two Carvelus flagships and the best fighter squadrons in their fleet. Command recommends you concentrate on taking out their fighters before going after the battleships and the Ganeluza.

Mission 6: G.L. Cannon

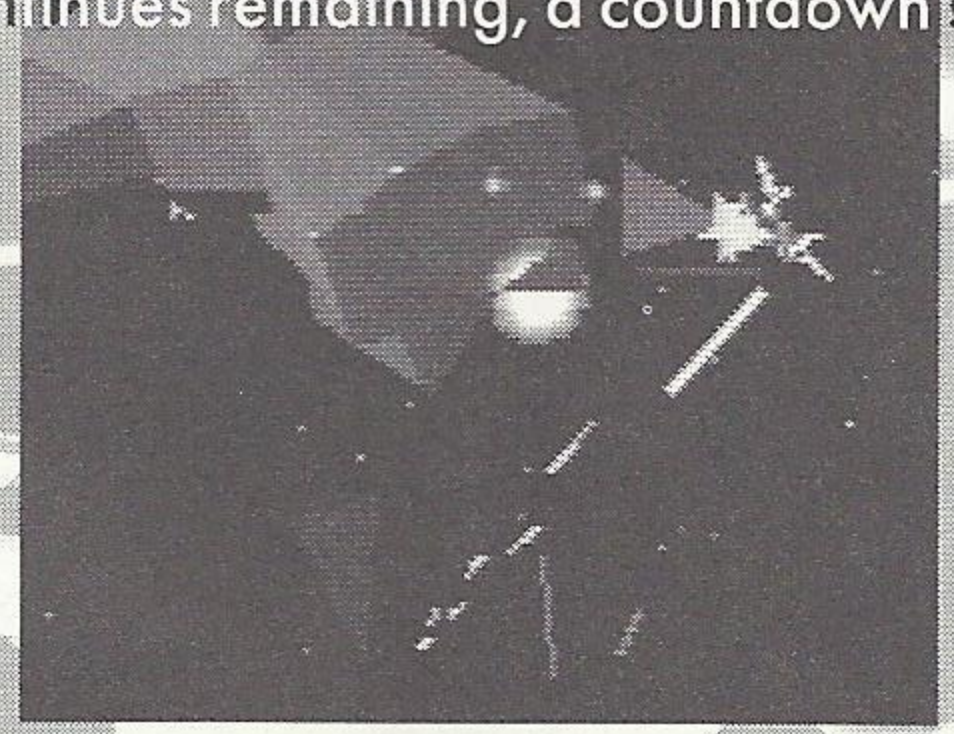
They've parked a nightmare in our back yard. They plan to use the Sun to power up a massive laser cannon aimed straight at our home world. You have to find a way to open the cannon's outer shell and do enough damage to the core to cause an overload. Incidentally, we're picking up high energy readings from the cannon. You won't have a lot of time to take the cannon out—go in full throttle.

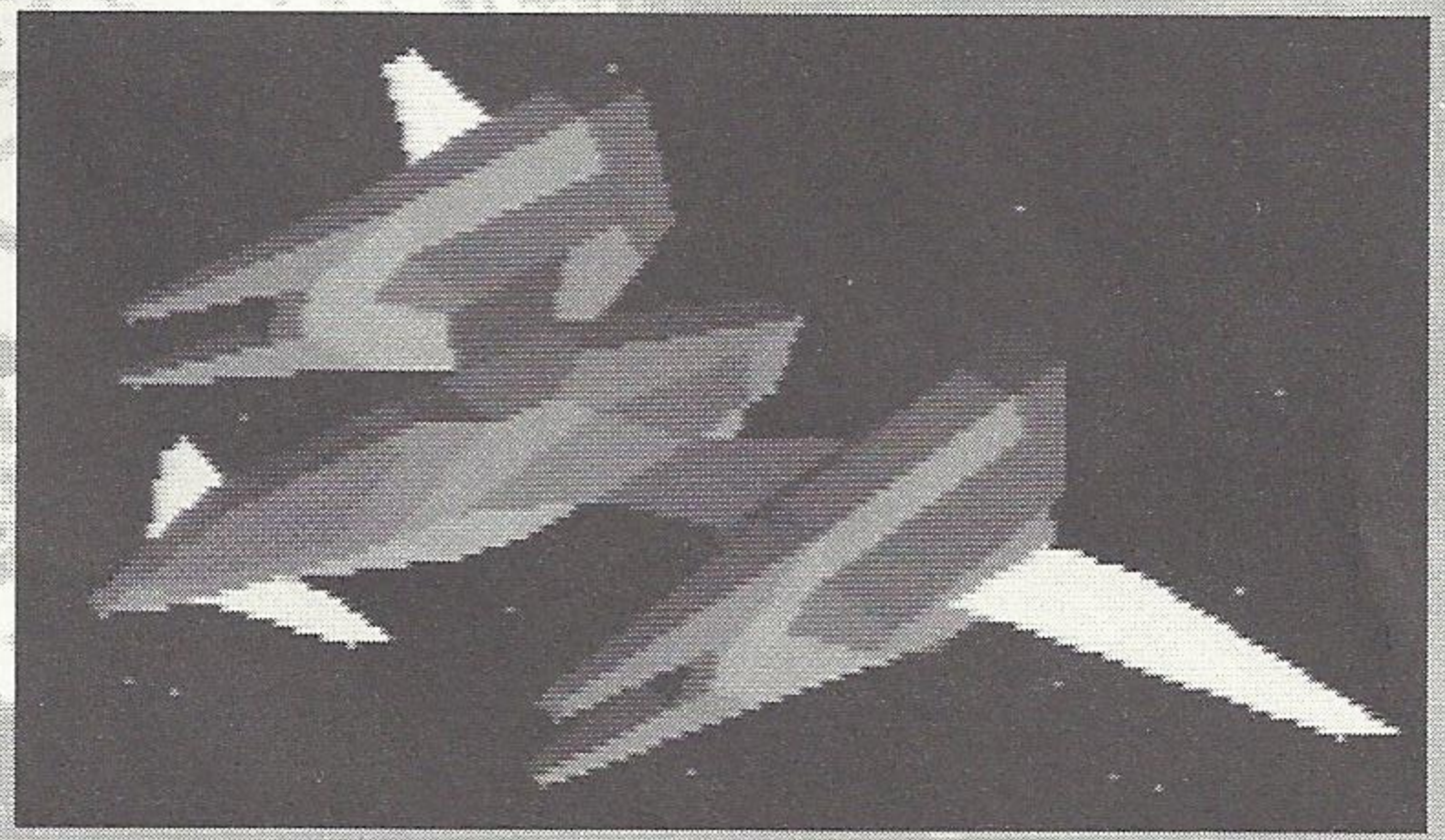
Mission Accomplished?

Your ship has a certain amount of Weapon/Engine Energy, and Shield Energy. Firing weapons (Special Weapons in particular) and flying at high speeds drains your Weapon/Engine energy, and taking hits, colliding with objects and using your Spectral Shield drains your Shield Energy.

Once you run out of Weapon/Engine Energy, all your Shield Energy reserves are transferred to Weapons and Engines, and your ship is vulnerable to attack. If your ship takes another hit... well it's a good thing you're wearing a space suit.

If you have Continues remaining, a countdown starts. Press Start, and you start again from the beginning of the last Mission you were flying.





Command Strategies

- If you think that getting to your target in the least possible time is a good idea, think again. Your ship only has so much energy, and you'll soon find that you don't have a lot to waste. Hit and run is the name of the game. If you want to see your homeworld again, that is.

- Coming in for a run directly at a battleship leaves you open to attack from all their batteries. Angle your attack from the front or sides, and strafe across the ship to do secondary damage—most of their torpedoes are too slow to hit you at that speed, and they can only use a few of their batteries at those angles.

- Remember that your targeting computer doesn't define your strategy—it only points out the closest target relative to your position. You need to think about the pre-mission screens and where the ships are located, then figure out what to hit, and in what order.

- The enemy fighters are trained to do two things: distract and destroy. They'll try to lead you in circles to drain your energy. Don't fall into that trap. Be careful not to attack head-on, either. The enemies will be glad to take a few hits if they can lower your shield points in exchange. Their forward armor is much heavier than yours, so watch out for ramming tactics.

Credits

Producer: Jesse Taylor

Assistant Producer: Greg Becksted

Product Manager: Jaime Wojick

Manual: John McClain

Game Lead: Steve Bourdet

Assistant Leads: Phil Co, Eric Simonich, Mark Pentek

Testers: Sam Saliba, Jeff Hedges, Nathan Tan, Nicole Tatem, Mark Paniagua, Scott Morris, Matt Prescott, John Amirkhan, Rob Prideaux, Armando Anguiano, Eugene Valenzuela, Crisi Albertson, Morgan Weiss, Craig Drummond, Atom Ellis, Tim Turner, Matt Underwood, Mark Vitello, Neil Musser, Lorne Asuncion, Don Carmichael, Lance Nelson, Joe Cain

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega 32X Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA.**
To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at **1-800-872-7342.**
DO NOT RETURN YOUR SEGA 32X CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

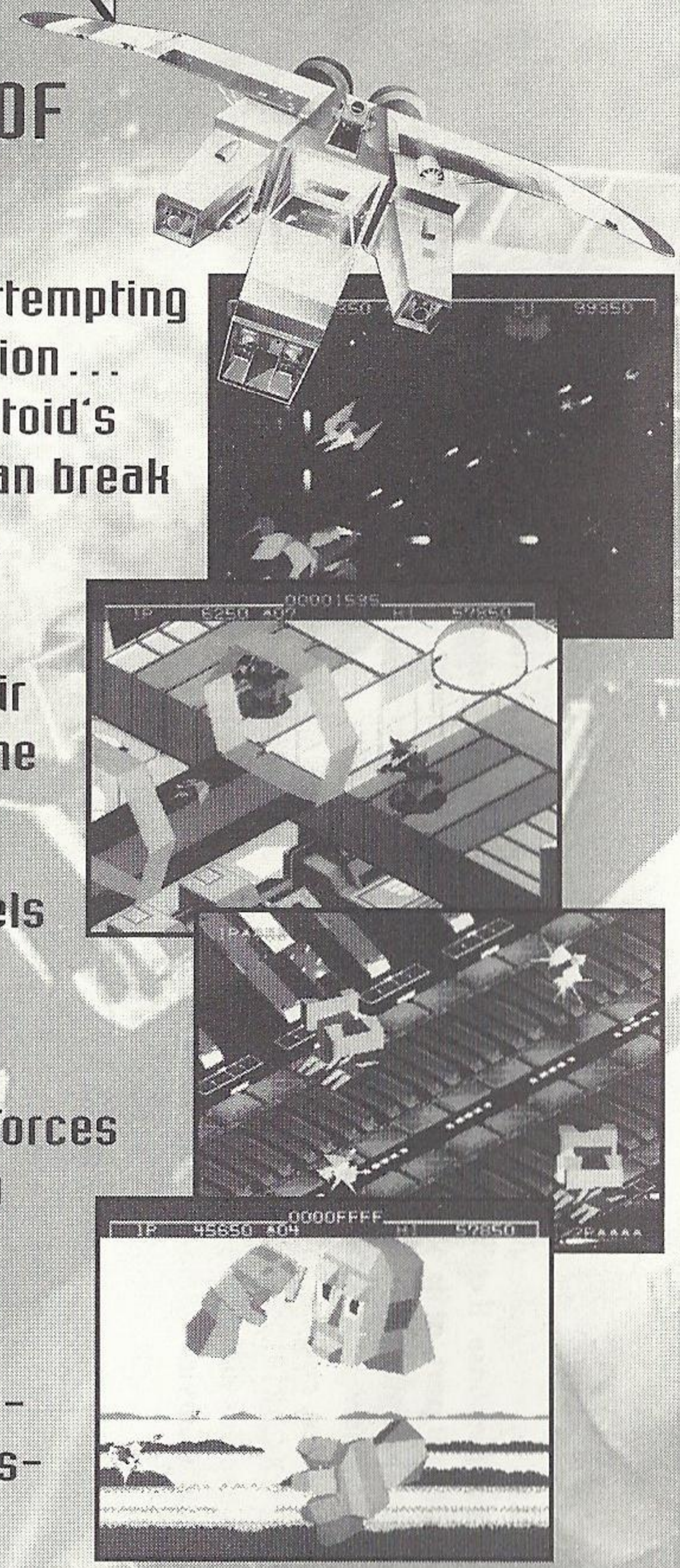
REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega 32X Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

ZAXXON'S MOTHERBASE 2000™



FLY IN THE FACE OF DANGER!

An evil insectoid clan is attempting to seize power! Your mission . . . find and destroy the insectoid's Motherbase before they can break through the defensive net.

- Take over enemy fighters and use their weapons to CRUSH the invasion force.
- Battle through 9 levels of pulse-pounding polygon action!
- Take on the enemy forces alone - OR - battle a friend in two player battle mode!
- 3-D scaling and rotation keeps you guessing where the next attack will come from.

KIDS TO ADULTS

ANIMATED VIOLENCE

For information on this product's rating, please call 1-800-771-3772

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